

1 4. The game machine, as described in claim 1, wherein said possible payout value that can
2 be awarded to the player is defined as a value expressed using one of an addition and a
3 multiplication operator.

1 5. The game machine, as described in claim 1, wherein said display module displays said
2 possible payout value that can be awarded to the player in said display region that is displaying said
3 statically displayed bonus symbol.

1 6. The game machine, as described in claim 5, wherein said possible payout value
2 displayed along with said statically displayed bonus symbol is changed corresponding to a number
3 of bets made by the player.

1 7. A slot machine for performing a game comprising a normal game and a bonus game
2 having a high probability of being advantageous to a player, said slot machine comprising:

3 a display module that, at a start of said game, provides a changing display
4 of symbols initially in a static state in a plurality of display regions, said symbols being capable of
5 changing continuously to other symbols in said changing display;

6 said display module providing a static display stopping said symbols in said
7 changing display and statically displaying said symbols in said display regions, said symbols that
8 are displayed statically optionally comprising at least one bonus symbol when said game is in said
9 normal game;

10 an evaluation module that determines, when said game is in said normal
11 game, whether said at least one said statically displayed bonus symbol meets a condition for

12 starting said bonus game;

13 wherein when said condition is met, said display module displays a possible

14 payout value that can be awarded to the player as payout for said bonus game before said bonus

15 game starts;

16 said display module displays said possible payout value that can be awarded

17 to the player and also displays said bonus symbol in said display region that displayed said

18 statically displayed bonus symbol; and

19 said possible payout value displayed along with said statically displayed

20 bonus symbol corresponds to a number of win lines selected ahead of time by the player.

1 8. A computer-readable medium encoded with processing instructions for

2 implementing a method for providing a game, said method comprising the steps of:

3 displaying a symbol in a static state in each of a plurality of display regions in a

4 display module;

5 providing, at a start of said game comprising a normal game and a bonus game

6 having a high probability of being advantageous to a player, a changing display of said symbols

7 that were in said static state in said display regions, said symbols changing continuously to various

8 symbols in said changing display;

9 providing a static display stopping said symbols in said changing display state and

10 statically displaying said symbols in said display regions, said statically displayed symbols

11 optionally comprising at least one statically displayed bonus symbol when said game is in said

12 normal game;

13 evaluating, when said game is in said normal game, whether said at least one

14 statically displayed bonus symbol meets a condition for starting said bonus game;
15 calculating a possible payout value that can be awarded to the player as payout for
16 said bonus game before said bonus game starts when said condition is met as a result of said
17 evaluation; and
18 displaying results of said calculation on said display module before said bonus game
19 begins.

1 9. The game machine, as described in claim 1, wherein said evaluation module
2 determines, while said symbols are in said changing display and when said game is in said normal
3 game, whether said at least one statically displayed bonus symbol meets said condition.

1 10. The game machine, as described in claim 9, wherein said possible payout value that
2 can be awarded to the player is identified as a value range.

1 11. The game machine, as described in claim 9, wherein said possible payout value that
2 can be awarded to the player is identified as a plurality of independent values.

1 12. The game machine, as described in claim 9, wherein said possible payout value that
2 can be awarded to the player is defined as a value expressed using one of an addition and a
3 multiplication operator.

1 13. The game machine, as described in claim 9, wherein said display module displays said
2 possible payout value that can be awarded to the player in said display region that is displaying said

10 symbol when said game is in said normal game;
11 determining, when said game is in said normal game, whether said at least one
12 statically displayed bonus symbol meets a condition for starting said bonus game; and
13 displaying, when said condition is met, a possible payout value that can be awarded
14 to the player as payout for said bonus game before said bonus game starts.

1 18. The method, as described in claim 17, wherein said determining step occurs while said
2 symbols are in said changing display.

1 19. The method, as described in claim 17, wherein said possible payout value that can be
2 awarded to the player is identified as a value range.

1 20. The method, as described in claim 18, wherein said possible payout value that can be
2 awarded to the player is identified as a value range.

1 21. The method, as described in claim 17, wherein said possible payout value that can be
2 awarded to the player is identified as a plurality of independent values.

1 22. The method, as described in claim 18, wherein said possible payout value that can be
2 awarded to the player is identified as a plurality of independent values.

1 23. The method, as described in claim 17, wherein said possible payout value that can be
2 awarded to the player is defined as a value expressed using one of an addition and a multiplication

